NES-3M-USA ★

MAD MAX

Special Thanks To

Gavin Anderson
Ray Garcia
Mark Geniesse
Scott Gold
Lee Guthman
Brian Hoffman
Alicia Kelley
Stefani Klayman
Ronald Lo
Greg Mittman
Pat Pedota
Chris Pico
Jeff Seagard
Andy Shapiro
Michael Shea
Ari Siegal
Sean Terman
Jim Virnich
Kerry Waco
Kerry Warn
John Zast

And an **extra special thanks** to
Luana Chambers

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Program copyright © 1990 Mindscape Inc.
Mad Max © 1990 Warner Bros., Inc.
Licensed to Mindscape Inc.
All rights reserved.
Design by Gray Matter.
Printed in Japan.

Mindscape Inc.
3444 Dundee Road
Northbrook, IL 60062

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This Game is
Licensed by Nintendo®
for Play on the

Nintendo
ENTERTAINMENT
SYSTEM®

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

THE GAME

To understand you must go back, to when the world was powered by the black fuel. For reasons long forgotten, two mighty tribes went to war and touched off a blaze that engulfed them all. Without fuel they were nothing. Man began to feed on man. The gangs took over the highways, ready to wage war for a tank of gas. In this maelstrom of decay, ordinary men were smashed...men like Max – a man who wandered out into the wasteland. And it was there, in that blighted place, that he learned what it takes to survive.

And now it's your turn. Survive multiple levels of holocaust on the highways, mayhem in the mine shafts, and anarchy in the arenas. Then face the final challenge – if you dare.

PLAYING THE GAME

There are several levels, plus the final battle, to this game. Each level consists of a road scene and the Arena. Your goal is to find and enter the Arena from each roadway so you can battle the other gangs there. Things of value are food, water, ammunition, and of course, fuel. Fuel and ammunition are hard to come by, so you've learned to never give those things up. However, food and water can be used to trade to get the fuel, ammo, and the arena pass.

Once you have the pass in your possession, you'll still need enough gas and dynamite to get you to the Arena without being destroyed by the other cars or gang fortresses. (It will appear closed until you buy the pass. Then it will appear as a "cave-like" opening.) Once inside the Arena, you will have to destroy enemy cars and find the exit. The exit will remain closed until you have destroyed the correct number of enemy cars.

Once you have destroyed the cars and found the exit, you will be given a password for the next level. Thus, if you have to stop the game for any reason, you can use the password to advance to the next level without having to play through the levels you've already completed. At the end of the last level you will meet the Ultimate Warrior in a final crossbow battle in the Arena. Only after you have defeated him can you truly gain the title "Mad Max."

OBSTACLES

On the roads, you will encounter many obstacles trying to stop your quest to find the Arena. You'll run into enemy gangs trying to destroy you and block your progress with their cars. There are gang fortresses that fire dynamite at your car as you pass them. In addition there are road barricades set up at various places in the road. All of these things will add wear and tear to your car that you'll eventually need to repair. Running over oil slicks will cause your car to spin out of control or even lose speed. Pits (or large openings in the road) will swallow your car whole if you're not careful.

Although they can't throw dynamite, the enemy cars in the arenas have more driving

power than the cars found on the roadways. They can push you off the edge or through a trap door and send you to rest in a bottomless pit.

SUPPLIES

At the beginning of the game you are given a small amount of fuel, ammunition, dynamite, and food and water. But these supplies won't be enough to fuel and arm your vehicle before it reaches the arena, so you'll need to get more of these valuable items. Supplies such as ammo, fuel, and dynamite can either be purchased from your friendly, neighborhood service station or "found" in abandon mine shafts. Food and water can only be found in these shafts, but those shafts are overrun with post-nuclear mutants also looking for supplies. Arena passes can only be purchased from the service stations.

Once you have supplies, you'll need to conserve them and only use them when absolutely necessary. Your health is also important. At the start of the game you are given a number of health points. These are depleted when the thugs are able to attack you. To regain health points, you must find the first aid kits in the abandoned mine shafts and pick them up.

WEAPONS

As mentioned, supplies are scarce and should be used sparingly. Your weapons perform differently and destroy different kinds of enemies.

The dynamite is used to destroy enemy cars, gang fortresses, and barricades along the roadways. (You cannot destroy enemy cars in the Arena by blasting them. Instead, you must run them off the road.) The "ammo" is needed to eliminate the post-nuclear mutants in the abandoned mine shafts.

REPAIRS

As your car sustains damage from other cars, gang fortresses and your own recklessness, you'll notice that it will become dented and slower. To restore your car to its shiny and new appearance, see your friendly service station attendant once again. He can make repairs, but of course, he'll charge you for them. Better make sure you have plenty of food and water to trade.

INVENTORY

The inventory is a list of the supplies you currently have in your possession, as well as an indicator showing damage to your car and your health points. Keeping a close eye

on your inventory will help you decide when you can buy your arena pass or when you need to find more supplies. The inventory list appears as follows:

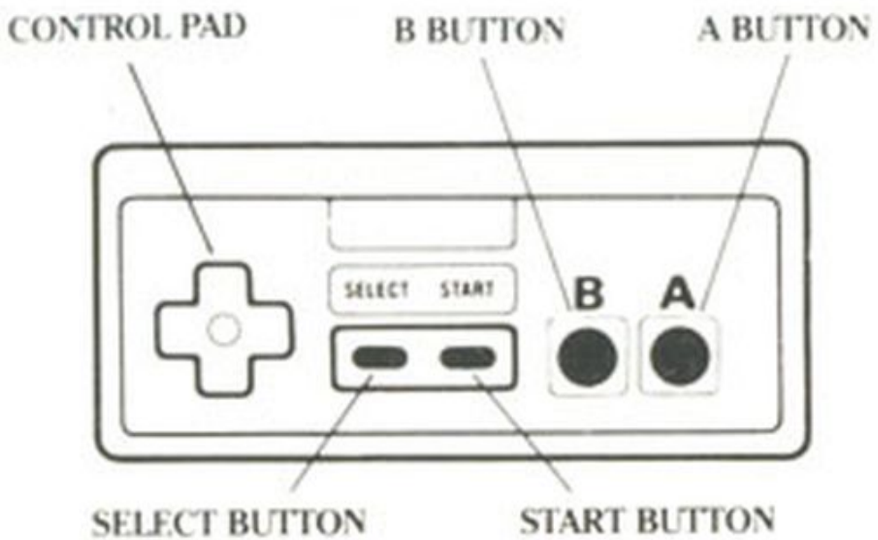
CONTROLS:

Moves your car or character in the corresponding direction. When you are stopped at the service station, these keys also move your cursor to select the supply you want to refill.

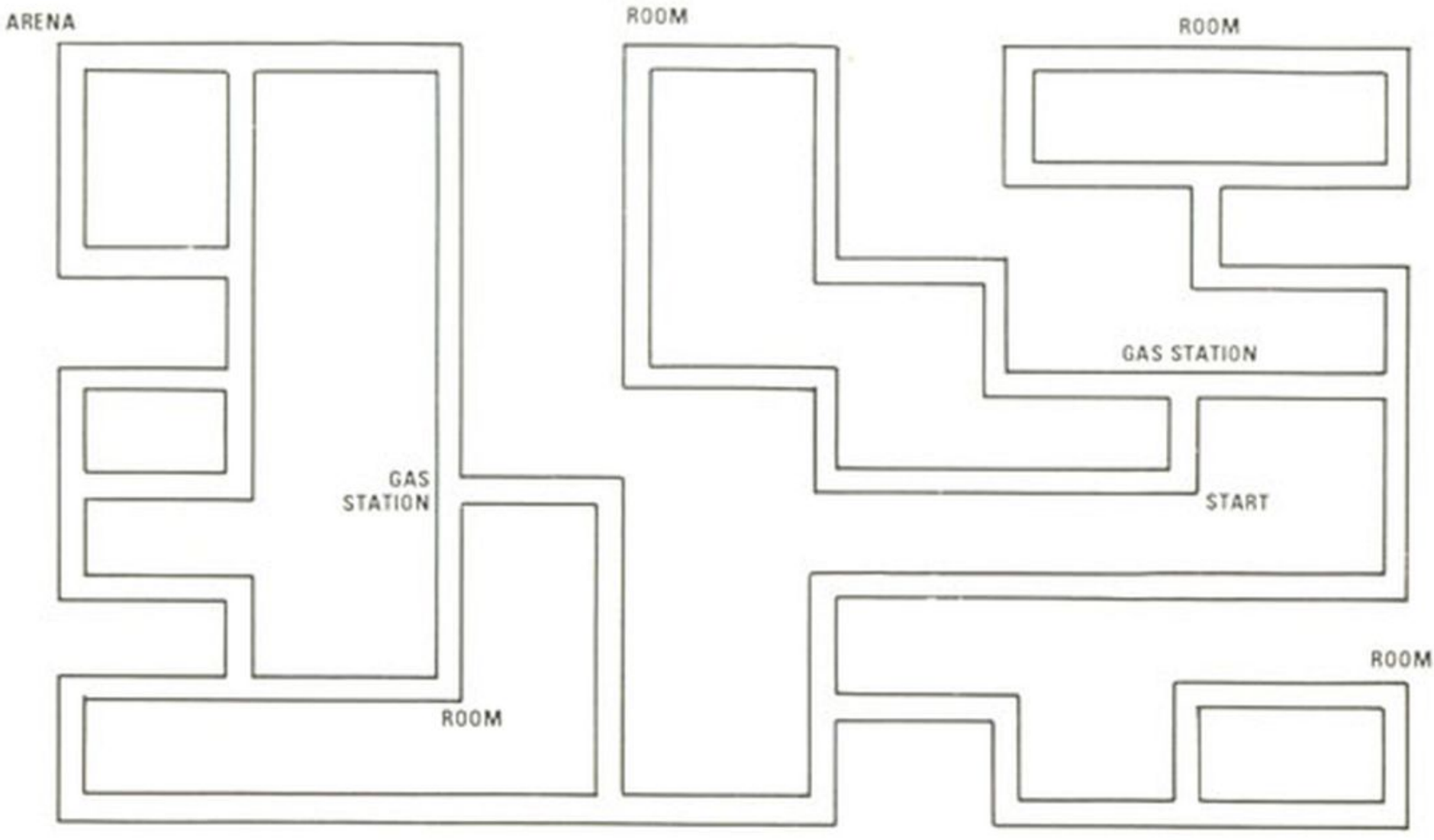
Select Show player's inventory/pauses game

A Button Fires player's weapons/Registers selections.

B Button Makes the car brake (in roadway segments).
Allows your character to jump or duck, when the up or down arrow key is also being pressed (in the battle segment).



THE MAP (Level 1)



LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., P.O. Box 1167, Northbrook, IL 60065-1167 or call: 708-480-8715

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J or Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

Printed in Japan